

ABSTRACT OF THE DISCLOSURE

A game machine realizes a puzzle game in which the game objective is attained by using a copy block which is additionally
5 generated through a copying process in accordance with a predetermined operation by a player and whose number is restricted when increased. In the game machine, a block derived from the background data is taken as a copy source, and the additionally-generated copy block is rendered based on object data.
10 When the additionally-generated copy block is placed at a fixed position, the copy block is replaced by a block derived from background data. Since a rendering process with the use of the object data is performed only on the character operable by the character, rewriting of map data can be minimized. Therefore, a
15 process for generating a game image can be performed efficiently.